IN THE CLAIMS:

1.   (Currently Amended) A method for establishing a collaborative training session for a plurality of users, comprising the steps of:

receiving information indicative of a goal;

prompting the users to enter a response congruent with the goal;

receiving the response to the goal;

providing at least one user with feedback from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal; and

invoking a chat room to assist the users in achieving the goal.

2.   (Original) A method for establishing a collaborative training session as recited in claim 1, further comprising the step of calculating a level of congruency between the response and a target response designed to achieve the goal.

3.   (Original) A method for establishing a collaborative training session as recited in claim 2, wherein the level of congruency is calculated by a virtual director engine.

4.   (Original) A method for establishing a collaborative training session as recited in claim 3, wherein the virtual director engine is resident on a plurality of servers which are coupled to a computer network.

5.   (Original) A method for establishing a collaborative training session as recited in claim 4, wherein the computer network supports Internet Protocol (IP).

6.   (Original) A method for establishing a collaborative training session as recited in claim 4, wherein the computer network includes a Local Area Network (LAN).

7.   (Original) A method for establishing a collaborative training session as recited in claim 4, wherein the computer network includes a Wide Area Network (WAN).

2

8.   (Currently Amended) ~~A method for establishing a collaborative training session as recited in claim 3~~ A method for establishing a collaborative training session for a plurality of users, comprising the steps of:

receiving information indicative of a goal;

prompting the users to enter a response congruent with the goal;

receiving the response to the goal;

providing at least one user with feedback from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal;

invoking a chat room to assist the users in achieving the goal; and

calculating a level of congruency between the response and a target response designed to achieve the goal, wherein the level of congruency is calculated by a virtual director engine, and wherein the virtual director engine calculates the level of congruency using a previous response of one of the users.

9.   (Currently Amended) A method for establishing a collaborative training session for a plurality of users, comprising the steps of: ~~A method for establishing a collaborative training session as recited in claim 3,~~

receiving information indicative of a goal;

prompting the users to enter a response congruent with the goal;

receiving the response to the goal;

providing at least one user with feedback from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal;

invoking a chat room to assist the users in achieving the goal; and

calculating a level of congruency between the response and a target response designed to achieve the goal, wherein the level of congruency is calculated by a virtual

3

director engine, and wherein the virtual director engine calculates the level of congruency

with a success in a previous response of one of the users.

10.   (Currently Amended) A method for establishing a collaborative training session

as recited in claim <u>3</u> ~~1~~, wherein <u>a</u> ~~the~~ help engine includes a notification of the virtual director

engine.

11.   (Original) A method for establishing a collaborative training session as recited in

claim 10, wherein the virtual director engine includes a domain expert engine.

12.   (Currently Amended) An apparatus for establishing a collaborative training

session for a plurality of users comprising:

logic that receives information indicative of a goal;

logic that prompts the users to enter a response congruent with the goal;

logic that receives the response to the goal;

logic that provides feedback to at least one user from at least one other user,

wherein the feedback is designed to assist the at least one user to achieve the goal; <u>and</u>

logic that invokes a chat room to assist the users in achieving the goal.

13.   (Currently Amended) A computer program embodied on a computer-readable

medium that establishes a collaborative training session for a plurality of users, comprising:

a code segment that receives information indicative of a goal;

a code segment that prompts the users to enter a response congruent with the goal;

a code segment that receives the response to the goal;

~~a code segment that provides feedback to at least one user from at least one other~~

user, wherein the feedback is designed to assist the at least one user to achieve the goal;

<u>and</u>

a code segment that invokes a chat room to assist the users in achieving the goal.

4

14.   (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 13, further comprising a code segment which calculates a level of congruency between the response and a target response designed to achieve the goal.

15.   (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 14, wherein the level of congruency is calculated by a virtual director engine.

16.   (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 15, wherein the virtual director engine is resident on a plurality of servers which are coupled to a computer network.

17.   (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 16, wherein the computer network supports Internet Protocol (IP).

18.   (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 16, wherein the computer network includes a Local Area Network (LAN).

19.   (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 16, wherein the computer network includes a Wide Area Network (WAN).

20.   (Currently Amended) A computer program embodied on a computer-readable medium that establishes a collaborative training session for a plurality of users, comprising: A computer-program-embodied-on-a-computer-readable-medium-that-establishes-a-collaborative training-session-as-recited-in-claim-15

        a code segment that receives information indicative of a goal;

5

a code segment that prompts the users to enter a response congruent with the goal;

a code segment that receives the response to the goal;

a code segment that provides feedback to at least one user from at least one other user, wherein the feedback is designed to assist the at least one user to achieve the goal;

a code segment that invokes a chat room to assist the users in achieving the goal; and

a code segment which calculates a level of congruency between the response and a target response designed to achieve the goal, wherein the level of congruency is calculated by a virtual director engine, and , wherein the virtual director engine calculates the level of congruency with a success in a previous response of one of the users.

21. (Currently Amended) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 15, wherein a ~~the~~ help engine includes a notification of the virtual director engine.

22. (Original) A computer program embodied on a computer-readable medium that establishes a collaborative training session as recited in claim 21, wherein the virtual director engine includes a domain expert engine.

23. (Previously Presented) A method for establishing a goal directed educational system utilizing information from a production system, comprising the steps of:

generating educational goals based on at least one production system;

coupling a server and one or more users;

coupling the server and the production system wherein the production system provides information;

integrating the production information into a simulation engine utilizing a system dynamics engine and generating information that motivates accomplishment of a goal;

6

evaluating progress toward the goal based on aspects of the production system utilizing

the system dynamics engine, anticipated results and providing feedback that further motivates

accomplishment of the goal; and adjusting the feedback based on the one or more user's progress

toward the goal.

24.   (Previously Presented) A method for establishing a goal directed educational

system utilizing information from a production system, as recited in claim 23, wherein the

production information is utilized to simulate real world actions and results.

25.   (Previously Presented) A method for establishing a goal directed educational

system utilizing information from a production system, as recited in claim 23, wherein the

production information includes accounting information that is utilized to provide actual

feedback based on current financial status.

26.   (Previously Presented) A method for establishing a goal directed educational

system utilizing information from a production system, as recited in claim 23, wherein the

production information includes current manufacturing information to tailor feedback based on

current production.

27.   (Previously Presented) A method for establishing a goal directed educational

system utilizing information from a production system, as recited in claim 23, wherein the

production information includes human resource information that is utilized to provide actual

feedback based on current policies and procedures

28.   (Previously Presented) A method for establishing a goal directed educational

system utilizing information from a production system, as recited in claim 23, wherein the

production information includes marketing information that is utilized to provide actual feedback

based on current business projections.

7

29.   (Previously Presented) A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the system dynamics engine utilizes an expert system to process the production information with predefined rules to provide feedback tailored to the production system and designed to achieve the goal.

30.   (Previously Presented) A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 29, wherein the feedback is selected based on the user's response to the presented information.

31.   (Previously Presented) A method for establishing a goal directed educational system utilizing information from a production system, as recited in claim 23, wherein the user's progress is measured against the information from the production system.

32.   (Previously Presented) An apparatus for establishing a goal directed educational system utilizing information from a production system, comprising:

logic that generates educational goals based on at lest one production system;

logic that couples a server and one or more users;

logic that couples the server and the production system wherein the production system provides information;

logic that integrates the production information into a simulation engine utilizing a system dynamics engine and generating information that motivates accomplishment of the goal;

logic that evaluates progress toward the goal based on aspects of the production system utilizing

the system dynamics engine, anticipated results and providing feedback that further motivates accomplishment of the goal; and

logic that adjusts the feedback based on the one or more user's progress toward the goal.

33.   (Previously Presented) A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system, comprising:

code that generates educational goals based on at least one production system;

code that couples a server and one or mores users:

code that couples the server and the production system wherein the production system provides information;

code that integrates the production information into a simulation engine utilizing a system dynamics engine and generating information that motivates accomplishment of the goal;

code that evaluates progress toward the goal on aspects of the production system utilizing the system dynamics engine, anticipated results and providing feedback that further motivates accomplishment of the goal; and

code that adjusts the feedback based on the one or more user's progress toward the goal.

34.   (Previously Presented) A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information is utilized to simulate real world actions and results.

35.   (Previously Presented) A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a production system as recited in claim 33, wherein the production information includes accounting information that is utilized to provide actual feedback based on current financial status.

36.   (Previously Presented) A computer program embodied on a computer-readable medium that establishes a goal directed educational system utilizing information from a

9

production system as recited in claim 33, wherein the production information includes current

manufacturing information to tailor feedback based on current production.

37.   (Previously Presented) A computer program embodied on a computer-readable

medium that establishes a goal directed educational system utilizing information from a

production system as recited in claim 33, wherein the production information includes human

resource information that is utilized to provide actual feedback based on current policies and

procedures.

38.   (Previously Presented) A computer program embodied on a computer-readable

medium that establishes a goal directed educational system utilizing information from a

production system as recited in claim 33, wherein the production information includes marketing

information that is utilized to provide actual feedback based on current business projections.

39.   (Previously Presented) A computer program embodied on a computer-readable

medium that establishes a

goal directed educational system utilizing information from a production system as recited

in claim 33, wherein the system dynamics engine utilizes an expert system to process the

production information with predefined rules to provide feedback tailored to the production

system and designed to achieve the goal.

40.   (Previously Presented) A computer program embodied on a computer-readable

medium that establishes a goal directed educational system utilizing information from a

production system as recited in claim 39, wherein the feedback is selected based on the user's

response to the presented information.

41.   (Previously Presented) A computer program embodied on a computer-readable

medium that establishes a goal directed educational system utilizing information from a

10

production system as recited in claim 33, wherein the user's progress is measured against the

information from the production system.